U.S. PATENT DOCUMENTS

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	N	WO 9801830 A1	01-1998	World Intellect	WELSH et al.	G06T 15/70
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*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	Marc Escher and Nadia Thalmann, Automatic 3D Cloning and Real-Time Animation of the Human Face, June 1997, IEEE Computer Animation '97. pp. 58-66
	V	Choi et al., Analysis and Synthesis of Facial Image Sequences in Model-Based Image Coding, June 1994, IEEE Transactions on Circuits and Systems for Video Technology, Col. 4, No. 3, pp. 257-275
	W	Pighin et al., Synthesizing Realistic Facial Expressions from Photographs, 1998, Proceedings of the 25th annual conference on Computer graphics and interactive techniques, ACM SIGGRAPH, pp. 75-84
	X	Thalmann et al., Face to Virtual Face, May 1998, Proceedings of the IEEE, pp. 870-883

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	U	Thalmann et al., Modelling Facial Communications Between an Animator and a Synthetic Actor in Real Time, 1993, Proceedings of Modeling in Computer Graphics, pp. 387-396
	V	Kalra et al., Simulation of Facial Muscle Actions Based on Rational Free Form Deformations, 1992, Proceedings of Eurographics '92, pp. 59-69
	W	Kalra et al., SMILE: A Multilayered Facial Animation System, 1991, Proceedings of IFIP WG 5.10, Tokyo, Japan, pp. 189-198
	X	Debevec, Paul, Modeling and Rendering Architectures from Photographs, Ph.D. Thesis, 1996

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